

FM 3-90-1, C1

Change No. 1

Headquarters
Department of the Army
Washington, DC, 14 June 2013

Offense and Defense

Volume I

1. Change 1 to FM 3-90-1, 22 March 2013, amends the definition for *destroy*.
2. A plus sign (+) marks new material.
3. FM 3-90-1, 22 March 2013, is changed as follows:

Remove Old Pages

pages B-11 through B-12

pages Glossary-7 through Glossary-8

Insert New Pages

pages B-11 through B-12

pages Glossary-7 through Glossary-8

4. File this transmittal sheet in front of the publication for reference purposes.

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FM 3-90-1, C1
14 June 2013

By order of the Secretary of the Army:

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time, or until a specific event has occurred. The line perpendicular to the enemy's line of advance indicates the limit of enemy advance. A blocking unit may have to hold terrain and become decisively engaged. (Figure B-13 illustrates the tactical mission graphic for a blocking task.)

B-46. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. The vertical line in the obstacle effect graphic indicates the limit of enemy advance. It also indicates where the obstacle ties in to restricted terrain. (Figure B-14 illustrates the block obstacle effect graphic.) A force may employ blocking obstacles to assist in the task. Blocking obstacles are complex, employed in depth, and integrated with fires to prevent the enemy from proceeding along an avenue of approach, or to proceed only at unacceptable cost. When employed, blocking obstacles serve as a limit, not allowing the enemy beyond that point. Obstacles alone cannot accomplish a blocking task. (FM 90-7 describes the block engineer obstacle effect.)

B-47. Block as a tactical mission task differs from the tactical mission task of fix because a blocked enemy force can move in any direction other than the obstructed one, while a fixed enemy force cannot move in any direction.

CANALIZE

B-48. Canalize is a tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. (See figure B-15.) Figure B-16 shows how successful canalization results in moving the enemy formation or individual Soldiers and weapon systems into a predetermined position where they are vulnerable to piecemeal destruction.

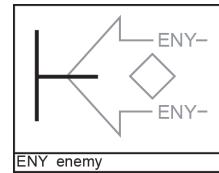


Figure B-14. Block obstacle effect graphic

CONTAIN

B-49. Contain is a tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere. Containment allows an enemy force to reposition itself within the designated geographical area, while fixing an enemy does not. Geographic terms or time may express the limits of the containment. The contain graphic encompasses the entire area in which the commander desires to contain the enemy during the development of alternative courses of action. (Figure B-17 on page B-12 shows the tactical control graphic for contain.)

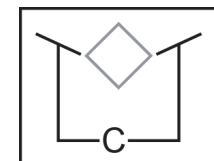


Figure B-15. Canalize tactical mission graphic

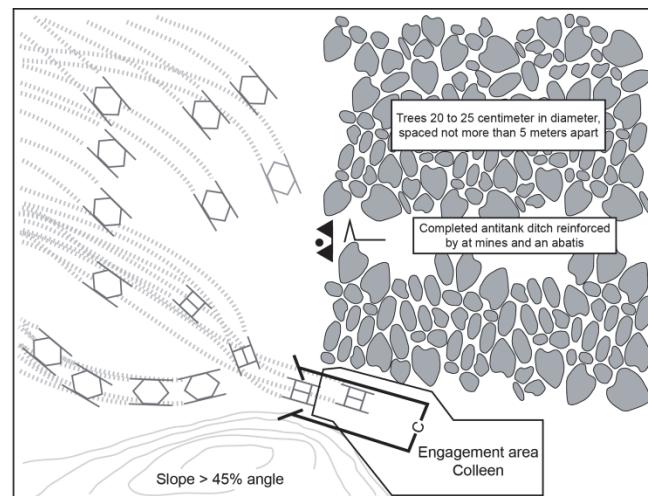


Figure B-16. Canalizing terrain enhanced by obstacles used with an engagement area

DEFEAT

B-50. Defeat is a tactical mission task that occurs when an enemy force has temporarily or permanently lost the physical means or the will to fight. The defeated force's commander is unwilling or unable to pursue that individual's adopted course of action, thereby yielding to the friendly commander's will and can no longer interfere to a significant degree with the actions of friendly forces. Defeat can result from the use of force or the threat of its use.

B-51. A commander can generate different effects against an enemy to defeat that force:

- Physical. The enemy loses the physical means to continue fighting. The enemy force no longer has the personnel, weapon systems, equipment, or supplies to carry out its mission.
- Psychological. The enemy loses the will to fight. Enemy commanders and their soldiers become mentally exhausted, and their morale is so low that they can no longer accomplish their missions.

These effects typically occur because of catastrophic losses inflicted over a very short time or from sustained attrition. An opponent who is not ideologically motivated may be defeated psychologically on observing preparations for the delivery of clearly overwhelming combat power on the position that opponent occupies. Defeat manifests itself in some sort of physical action, such as mass surrenders, abandonment of significant quantities of equipment and supplies, or retrograde operations.

+DESTROY

B-52. **Destroy** is a tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. The amount of damage needed to render a unit combat-ineffective depends on the unit's type, discipline, and morale. Destroying armored or dug-in targets with area fire weapons requires considerable ammunition and time, so forces do not normally attempt it unless they have terminally guided munitions. (Figure B-18 shows the tactical mission graphic for destroy.)

DISRUPT

B-53. **Disrupt** is a tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in a piecemeal fashion. This increases the enemy's vulnerability to friendly fires. It may temporarily knock a unit out of the battle. Disruption is never an end; it is the means to an end. (Figure B-19 shows the tactical mission graphic for disrupt. The center arrow points toward the targeted enemy unit.)

B-54. The maneuver force attempting to disrupt an enemy must attack the defending enemy with enough combat power to achieve the desired results with one mass attack or sustain the attack until it achieves the desired results. It may involve attacking the enemy force while it is still in its assembly areas or in an approach march before it can deploy into a combat formation. The commander determines the degree of acceptable risk based on anticipated friendly losses, the location of the attack, the number of attacks, and other risk management factors.

B-55. **Disrupt** is also an obstacle effect that focuses fire planning and obstacle effort to cause the enemy force to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. It also helps to deceive the enemy concerning the location of friendly defensive positions, to separate combat echelons, or to separate combat forces from their logistic support. As shown in figure B-20, the short arrow(s) in the obstacle-effect graphic indicates where obstacles impact the enemy's ability to maneuver. The longer arrow(s) indicate where the commander allows the enemy to bypass the obstacle

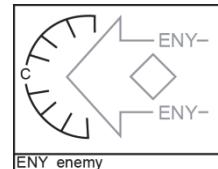


Figure B-17.
Contain tactical mission graphic

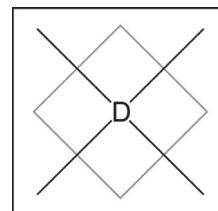


Figure B-18.
Destroy tactical mission graphic

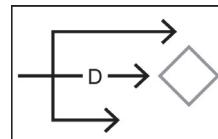


Figure B-19.
Disrupt tactical mission graphic

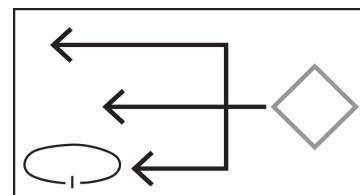


Figure B-20.
Disrupt obstacle intent graphic

coordinated fire line

A line beyond which conventional and indirect surface fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination. The purpose of the coordinated fire line is to expedite the surface-to-surface attack of targets beyond the coordinated fire line without coordination with the ground commander in whose area the targets are located. (JP 3-09)

***cordon and search**

A technique of conducting a movement to contact that involves isolating a target area and searching suspected locations within that target area to capture or destroy possible enemy forces and contraband.

counterattack

Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (ADRP 1-02)

counterfire

Fire intended to destroy or neutralize enemy weapons. Includes counterbattery and countermortar fire. (JP 3-09)

countermobility operations

Those combined arms activities that use or enhance the effects of natural and man-made obstacles to deny an adversary freedom of movement and maneuver. (FM 3-34)

***counterreconnaissance**

(Army) A tactical mission task that encompasses all measures taken by a commander to counter enemy reconnaissance and surveillance efforts. Counterreconnaissance is not a distinct mission, but a component of all forms of security operations.

critical friendly zone

An area, usually a friendly unit or location, which the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. (ADRP 1-02)

decisive operation

The operation that directly accomplishes the mission. (ADRP 3-0)

***decisive terrain**

Key terrain whose seizure and retention is mandatory for successful mission accomplishment.

***defeat**

A tactical mission task that occurs when an enemy force has temporarily or permanently lost the physical means or the will to fight. The defeated force's commander is unwilling or unable to pursue that individual's adopted course of action, thereby yielding to the friendly commander's will and can no longer interfere to a significant degree with the actions of friendly forces. Defeat can result from the use of force or the threat of its use.

defensive task

A task conducted to defeat an enemy attack, gain time, economize forces, and develop conditions favorable for offensive or stability tasks. (ADRP 3-0)

***delay line**

A phase line where the date and time before which the enemy is not allowed to cross the phase line is depicted as part of the graphic control measure.

delaying operation

An operation in which a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on the enemy without, in principle, becoming decisively engaged. (JP 3-04)

Glossary

demonstration

In military deception, a show of force in an area where a decision is not sought that is made to deceive an adversary. It is similar to a feint but no actual contact with the adversary is intended. (JP 3-13.4)

***denial operations**

Actions to hinder or deny the enemy the use of space, personnel, supplies, or facilities.

+*destroy

A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt.

***detachment left in contact**

An element left in contact as part of the previously designated (usually rear) security force while the main body conducts its withdrawal.

***diamond formation**

A diamond formation is a variation of the box combat formation with one maneuver unit leading, maneuver units positioned on each flank, and the remaining maneuver unit to the rear.

***direct pressure force**

A force employed in a pursuit operation that orients on the enemy main body to prevent enemy disengagement or defensive reconstitution prior to envelopment by the encircling force. It normally conducts a series of attacks to slow the enemy's retirement by forcing the enemy to stand and fight.

direction of attack

A specific direction or assigned route a force uses and does not deviate from when attacking. (ADRP 3-90)

***disengage**

A tactical mission task where a commander has the unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement.

disengagement line

A phase line located on identifiable terrain that, when crossed by the enemy, signals to defending elements that it is time to displace to their next positions. (ADRP 3-90)

***disrupt**

1. A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in a piecemeal fashion. 2. An obstacle effect that focuses fire planning and obstacle effort to cause the enemy force to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. (FM 90-7)

***double envelopment**

This results from simultaneous maneuvering around both flanks of a designated enemy force.

***echelon formation**

A unit formation with subordinate elements arranged on an angle to the left or to the right of the direction of attack (echelon left, echelon right). This formation provides for firepower forward and to the flank of the direction of the echelon. It facilitates control in open areas. It provides minimal security to the opposite flank of the direction of the echeloning.

encirclement operations

Operations where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communication and reinforcement. (ADRP 3-90)